establishing as a first winning condition the display in the three selected frames of one of the series of time sequenced images depicting an event.

22. A video game apparatus comprising:

means for maintaining a library containing at least three series of non-identical images illustrating situations occurring at different sequential times during an event, with each series depicting a different event, and with at least three images in each series, the images in each series identified as a first time image for the earliest image in the time sequence, a second time image for the second earliest image in the time sequence, a third time image for the third earliest image in the time sequence, etc.;

means for providing an array of at least three frames in a prescribed arrangement;

means for displaying in a first selected frame a selected one of the first images from said library;

means for displaying in a second selected frame a selected one of the second images from said library;

means for displaying in a third selected frame a selected one of the third images from said library; and

means for identifying as a first winning condition the display in the three selected frames of one of the series of time sequenced images depicting an event.

REMARKS

The Examiner has rejected claims 1, 11, 12, and 22 under §112, second paragraph, as being indefinite because it is unclear as to what is the meaning of "an array of frames arranged substantially in a prescribed arrangement". Applicant believes that the meaning of such terminology is adequately conveyed to one skilled in the art in reviewing Figs. 2 and 3 and in reading page 6, lines 17-19, page 8, lines 12-14, and page 9, lines 2-3, of the specification. Applicant requests reconsideration of the §112, second paragraph, rejection and further requests that such rejection be withdrawn.

The Examiner has also rejected claims 1-3 under §102 as being anticipated by Okada. The Examiner does not cite to any text, but only to Figure 1, of Okada in support of the anticipation rejection. The Okada reference is pertinent only for

describing what appears to be a fairly conventional slot machine in which undescribed symbols are disposed on the outer periphery of reels. A microprocessor conventionally selects which symbols to display on each reel, and the reels display those symbols in a conventional manner from left to right in sequence across display windows. Although the Examiner states that <u>Okada</u> teaches a library containing at least two images (symbols) in a series and where each such image series depicts a different event, Applicant is at a loss to find any such teaching of <u>Okada</u>. Applicant has amended claim 1 to clarify, and not to narrow or limit, the scope of claim 1 to recite in pertinent part, "a plurality of series of non-identical images illustrating situations occurring at different sequential times during an event, with each series depicting a different event". Such terminology does not constitute new matter, and finds support at page 4, lines 10-19, of the specification. Applicant maintains that <u>Okada</u> does not teach a library of such images and series. Applicant thus believes that claim 1 is not anticipated by <u>Okada</u>, and since claims 2 and 3 are dependent from claim 1, Applicant further believes that claims 2 and 3 are not anticipated by <u>Okada</u>.

The Examiner has rejected claims 4, 6, 8, 10-15, and 17-22 under §102 as being anticipated by <u>Roffman</u>. Applicant understands that <u>Roffman</u> teaches essentially the same technology a <u>Okada</u>, with the further addition that <u>Roffman</u> indicates that the symbols appearing on the reels may be of the type related to a theme, such as baseball, football, soccer, hockey, etc. Again, Applicant believes that <u>Roffman</u> does not teach time sequenced images in a series, with each image series depicting a different event. The Examiner's citation to column 8, lines 19-44, of <u>Roffman</u> simply teaches that the symbols or images may relate to a common theme, rather than a series of time sequenced images, each series depicting a different event. Again, Applicant has amended independent claims 1, 11, 12, and 22 to recite, "a plurality of series of non-identical images illustrating situations occurring at different sequential times during an event, with each series depicting a different event". This language is clarifying, and not narrowing or limiting. Applicant believes that <u>Roffman</u> fails to teach any such images or series. Accordingly, Applicant believes that <u>Roffman</u> does not anticipate independent claims 1, 11, 12, or 22, or any of the claims dependent therefrom.

The Examiner has also rejected claims 5 and 16 under §103 as being obvious over <u>Roffman</u>. Since claims 5 and 16 are dependent from independent claim 1 and 12,

respectively, for the reasons stated above, <u>Roffman</u> does not teach the claimed invention, nor is the claimed invention obvious in view of <u>Roffman</u>.

Attached hereto is a marked-up version of the changes made to the specification and claims by the current amendment. The attached page is captioned **"Version with markings to show changes made."**

If the Examiner believes that contact with Applicant's attorney would be advantageous toward the disposition of this case, the Examiner is requested to call Applicant's attorney at the telephone number noted below.

The Commissioner is hereby authorized to charge any additional fees associated with this communication or credit any overpayment to Deposit Account No. 50-0289.

Respectfully submitted,

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PATENT TRADEMARK OFFICE

"VERSION WITH MARKINGS TO SHOW CHANGES MADE."

In the Claims:

Please amend claims 1, 11, 12, and 22 as follows:

1. (once amended) A method of playing a video game comprising the steps of:

maintaining a library containing a plurality of series of non-identical[, time sequenced] images illustrating situations occurring at different sequential times during an event, with each series depicting a different event, and with at least two images in each series, the images in each series identified as a first time image for the earliest image in the time sequence, a second time image for the second earliest image in time sequence, etc.;

providing an array of frames arranged substantially in a prescribed arrangement;

displaying in a selected frame a selected one of the first time images from said library;

displaying in another selected frame a selected one of the second time images from said library;

establishing as a first winning condition the display in the selected frames of one of the series of time sequenced images depicting an event.

11. (once amended) A video game apparatus comprising;

means for maintaining a library containing a plurality of series of non-identical[, time sequenced] images illustrating situations occurring at different sequential times during an event, with each series depicting a different event, and with at least two images in each series, the images in each series identified as a first time image for the earliest image in the time sequence, a second time image for the second earliest image in time sequence, etc.;

means for providing an array of frames arranged substantially in a prescribed arrangement;

means for displaying in a selected frame a selected one of the first time images from said library;

means for displaying in another selected frame a selected one of the second time images from said library; and

means for identifying as a first winning condition the display in the selected frames of one of the series of time sequenced images depicting an event.

12. (once amended) A method of playing a video game comprising the steps of:

maintaining a library containing at least three series of non-identical[, time sequenced] images illustrating situations occurring at different sequential times during an event, with each series depicting a different event, and with at least three images in each series, the images in each series identified as a first time image for the earliest image in the time sequence, a second time image for the second earliest image in the time sequence, a third time image for the third earliest image in the time sequence, etc.;

providing an array of at least three frames in a prescribed arrangement;

displaying in a first selected frame a selected one of the first time images from said library;

displaying in a second selected frame a selected one of the second time images from said library;

displaying in a third selected frame a selected one of the third time images from said library;

establishing as a first winning condition the display in the three selected frames of one of the series of time sequenced images depicting an event.

22. (once amended) A video game apparatus comprising:

means for maintaining a library containing at least three series of non-identical[, time sequenced] images illustrating situations occurring at different sequential times during an event, with each series depicting a different event, and with at least three images in each series, the images in each series identified as a first time image for the earliest image in the time sequence, a second time image for the second earliest image in the time sequence, a third time image for the third earliest image in the time sequence, etc.;

means for providing an array of at least three frames in a prescribed arrangement;

means for displaying in a first selected frame a selected one of the first

images from said library;

means for displaying in a second selected frame a selected one of the second images from said library;

means for displaying in a third selected frame a selected one of the third images from said library; and

means for identifying as a first winning condition the display in the three selected frames of one of the series of time sequenced images depicting an event.